

# MY GOLF

Welcome to MY GOLF! The latest state-of-the-art golf simulation for your ATARI 2600.

It's amazingly real with rivers, sand traps, ponds, trees, roughs and out of bounds. Play alone or join a friend into a relaxing game of MY GOLF. But don't be fooled, you need skill, strategy and great concentration.

- 16 clubs (4 woods, 11 irons, putter)
- wind in 4 directions
- hooking and slicing
- play 18 multi-screen holes
- selectable direction and distance, using scrolling control bar
- animated golfer during swing
- PAR, current strokes and total strokes displays
- separate putting screen
- handicap
- "yards to go" indicator

\* FOR ONE OR TWO PLAYERS USING JOYSTICKS.



Designed in U.S.A. Proudly made in Australia by  
Home Entertainment Suppliers Pty. Ltd.,  
Unit 1/128 Bonds Road, Riverwood 2210 NSW

9 312590 110535



ATARI  
2600

Please remove this slick and turn over for GAME INSTRUCTIONS

# MY GOLF

FOR THE ATARI 2600



NEW

HOME ENTERTAINMENT SUPPLIERS PTY. LTD.

## INTRODUCTION

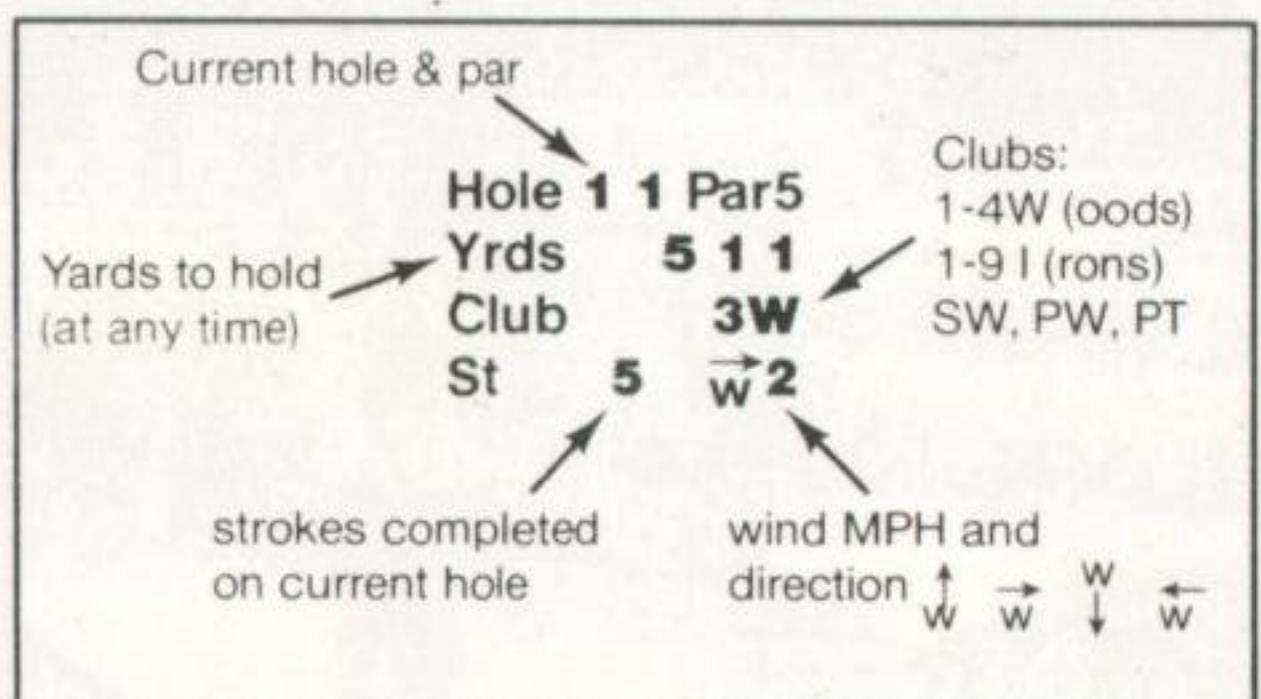
My Golf is a one or two player golf game for the Atari 2600 game console. The proposed memory configuration is 8K bytes. The following features are included:

- 1) One or two player (alternate)
- 2) 16 Clubs (4 Woods, 11 Irons, Putter)
- 3) Wind in four directions
- 4) Realistic hazards, including:
  - Rivers • Sand Traps • Ponds • Trees • Rough • Out of Bounds
- 5) Selectable direction and distance using scrolling control bar
- 6) Hooking and slicing
- 7) 18 Multi-screen holes
- 8) Yards-to-go indicator
- 9) Handicap
- 10) Animated golfer during swing
- 11) PAR, current strokes and total strokes displays
- 12) Separate putting screen

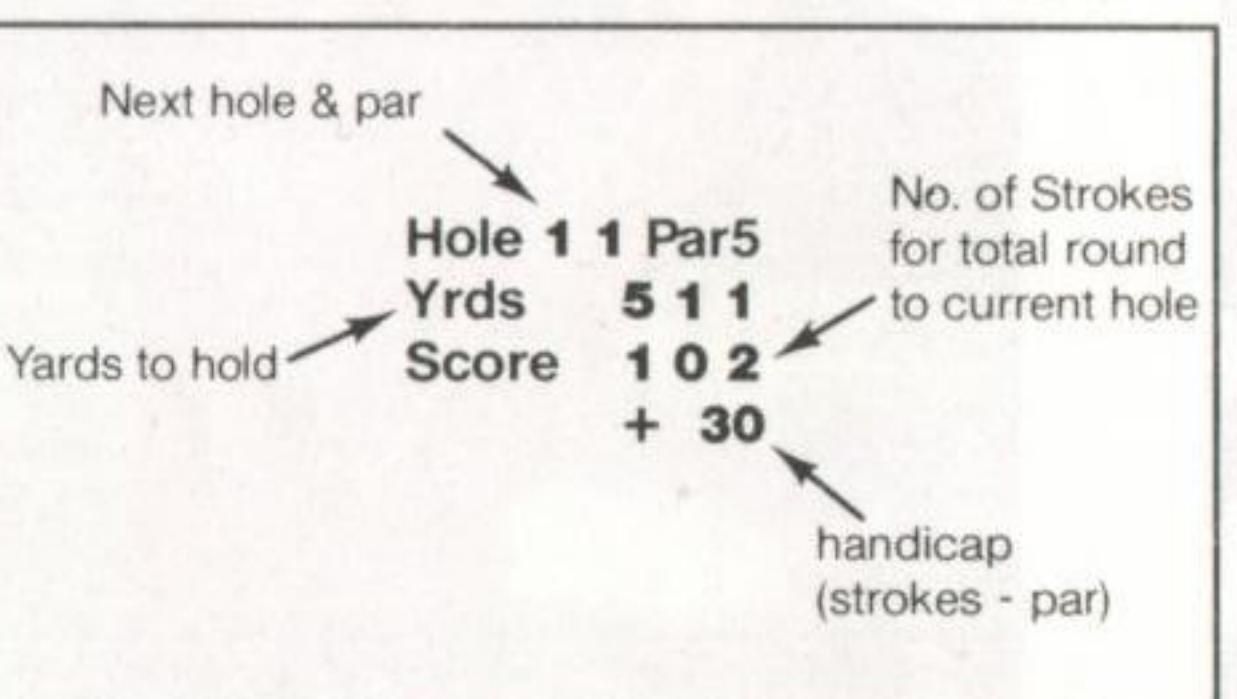
## POWERUP AND PLAYER SELECTION

Once the cartridge is installed in the 2600, press RESET or the joystick button to START. At this point the player can press the select button to select either 1 or 2 player.

### STATUS DISPLAY DURING CLUB SELECTION



### STATUS DISPLAY BETWEEN HOLES

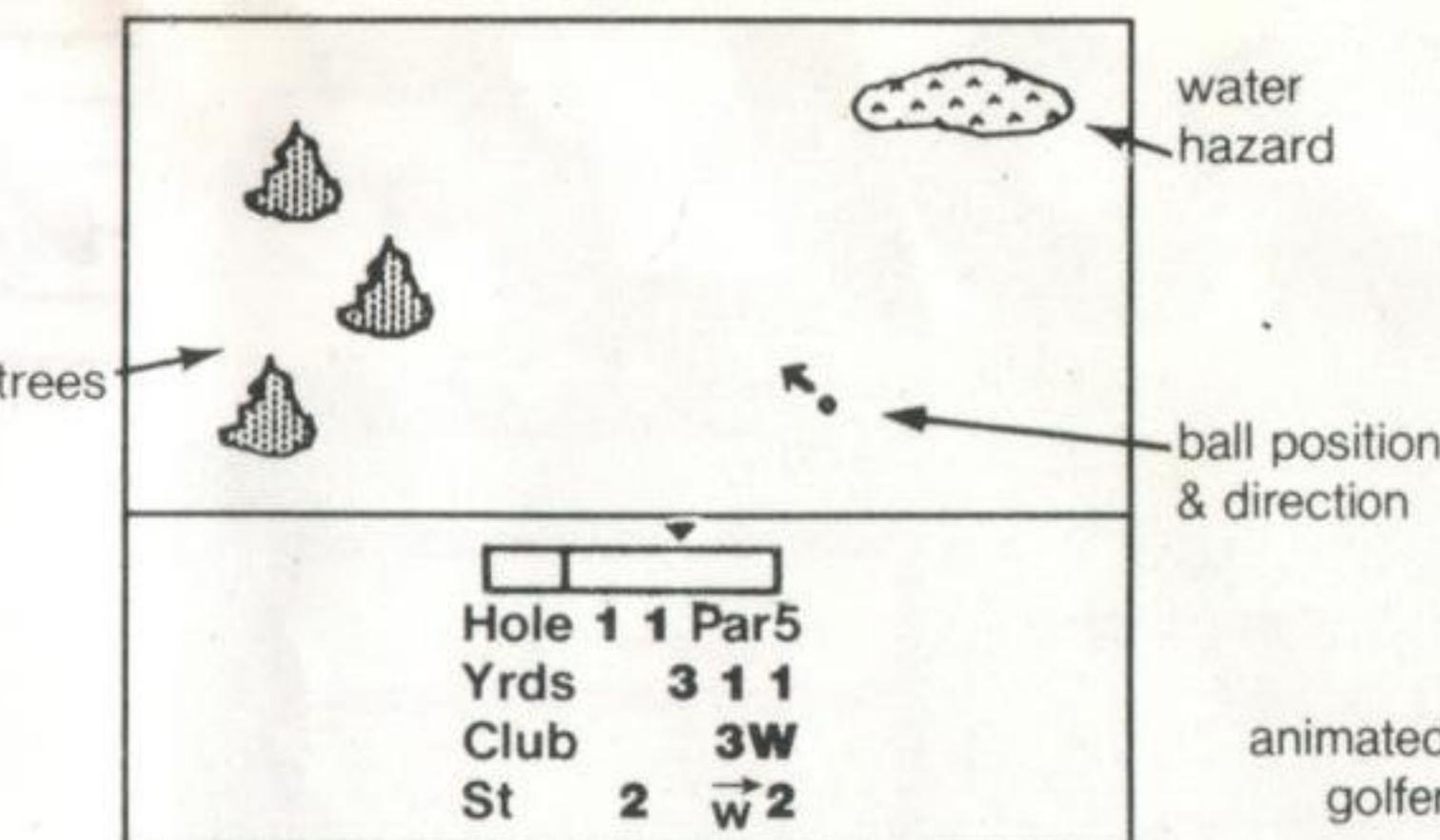


## CLUB SELECTION AND VIEW OPTION

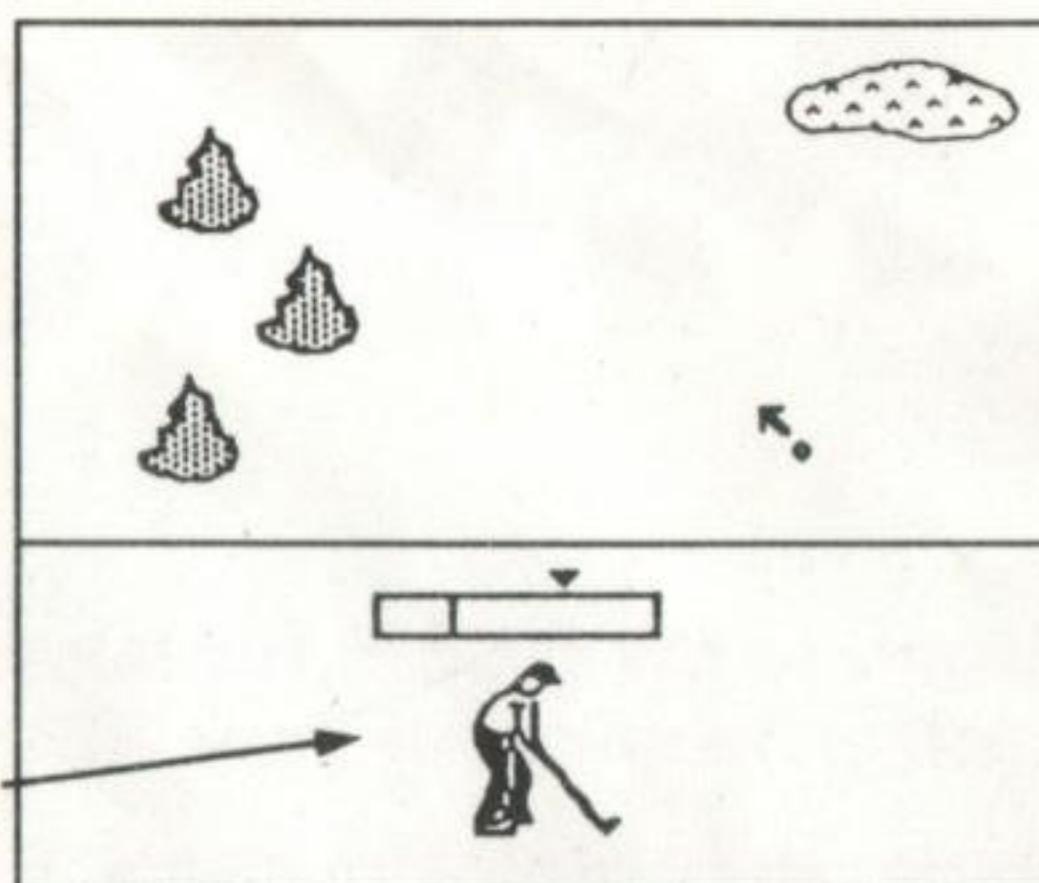
Press the joystick button at this point to enter the club selection mode. Moving the joystick up and down will display the available list of clubs or the view option. Press the joystick button at this point to select either a club or the view option. When the view option is selected, the player can view the entire hole by moving the joystick up and down. Pressing the joystick button while in the view mode will exit the player from the view mode.

If the joystick button was pressed while a club was highlighted, the club has been selected and the player will now enter the swing mode. Above the ball will be displayed a small arrow. The player must use this arrow to aim his shot. Moving the joystick to the left and right will alter the direction the ball will travel. The coloured bar above the animated golfer will display the players swing strength and angle. Pressing the button once will start the swing. Pressing the button again will select the strength with which the ball will be hit. Pressing the button a third time will determine the angle of the ball. On the third button press, if the button is pressed when the coloured bar is to the left of the two dots in the bar display, the ball will HOOK or curve left. If the button is pressed when the bar is on the two dots in the bar display, the ball will move straight in the selected angle. If the button is pressed when the bar is to the right of the two dots in the bar display, the ball will SLICE or curve right. The player can putt using the same swing method. Once the ball has landed the player can press the joystick button again to enter the club selection mode.

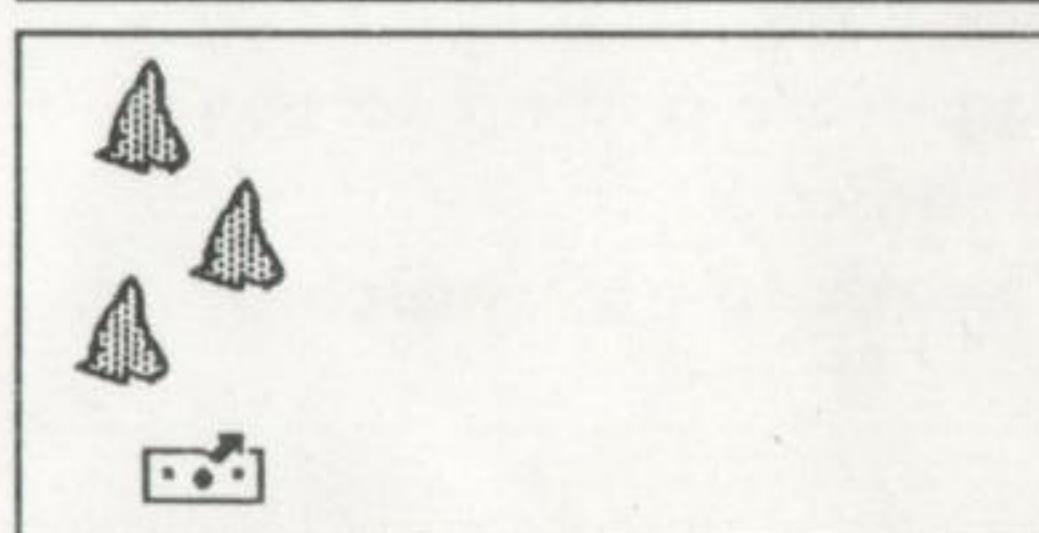
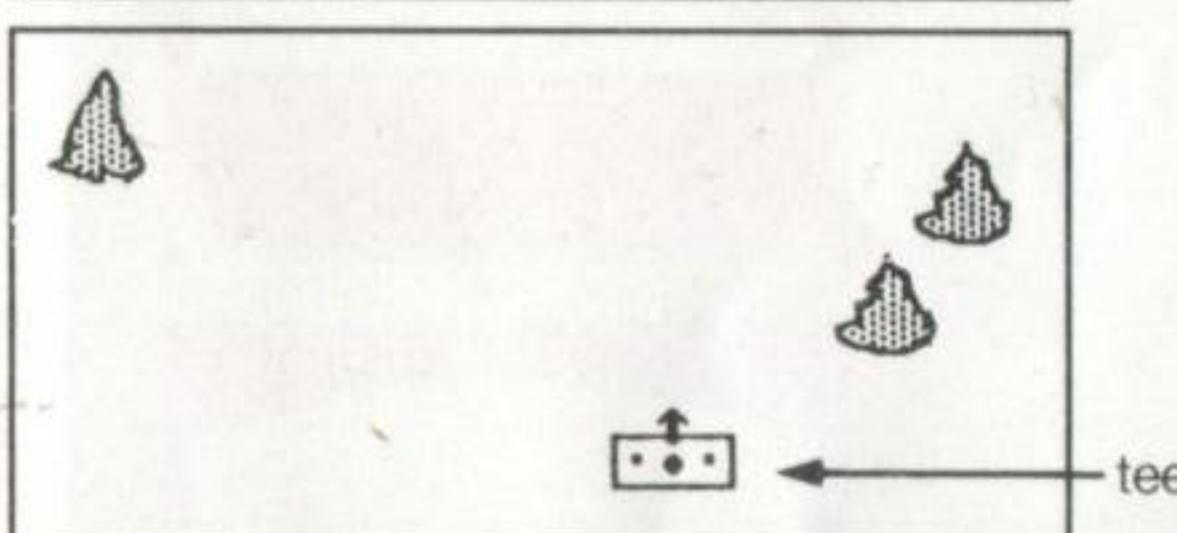
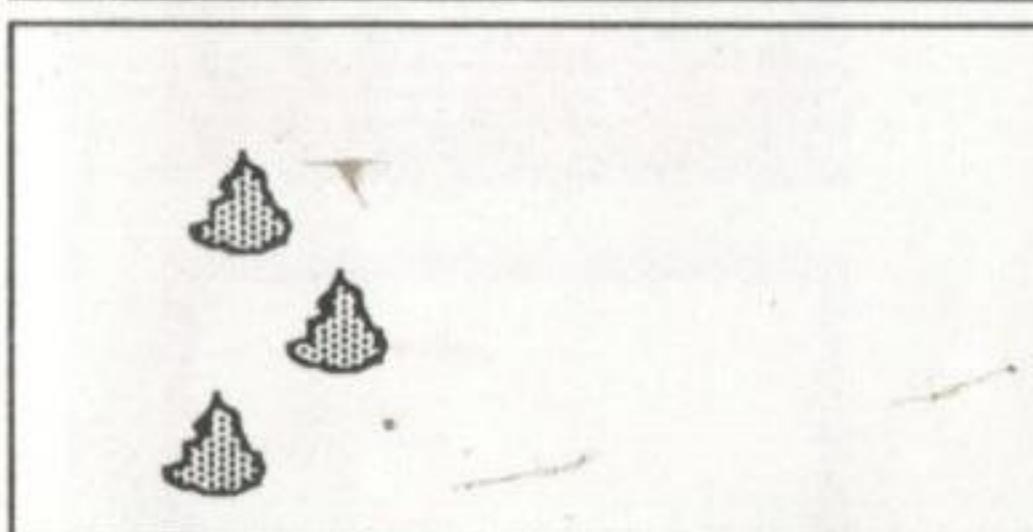
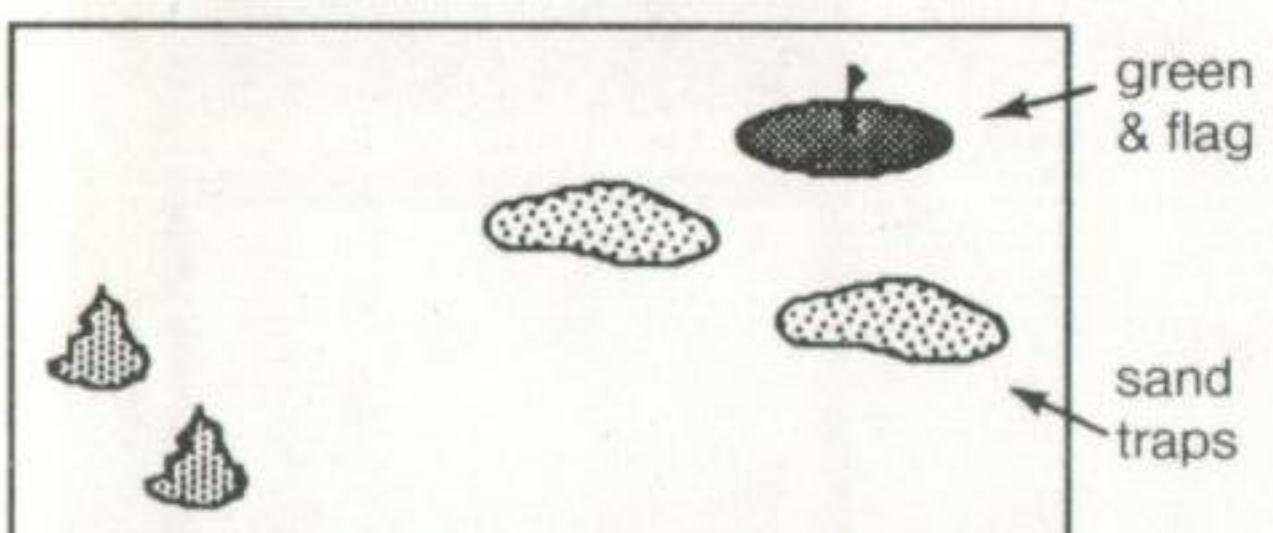
TYPICAL SCREEN AFTER SHOT DURING CLUB SELECTION



TYPICAL SCREEN DURING SHOT



TYPICAL HOLE (OCCUPYING 3 SCREENS)



PUTTING SCREEN

